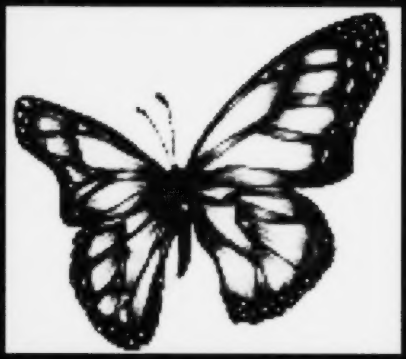
The Nova Scotia Gaming

FOUNDATION

A Year in Review
2006 - 2007



The Nova Scotia Gaming Foundation is a provincial funding agency whose mandate is to support projects and organizations that help address problem gambling and its consequences, specifically in the areas of prevention, education, treatment, remedial intervention and research.

Established in 1998, the Foundation's funding supports both community-initiated projects and research. It also provides operational funding for the province's District Health Authorities (DHA's).

Nova Scotia Gaming Foundation Mission
To make positive changes in the lives of individuals, families and communities affected by problem gambling.

Nova Scotia Gaming Foundation's Governance
The Nova Scotia Gaming Foundation is governed by a community-based board with members appointed by the government to represent a broad range of interests.

Table of Contents

Message from the Chair ---------- 4
Message from the Executive Director ---------- 5

Grants in Action:

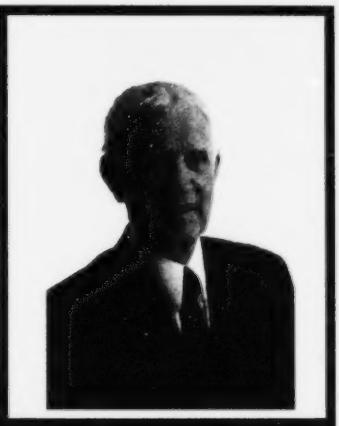
A Path and a Promise: Healing Body, Mind and Spirit 6
ADAPT 7
Problem Gambling Awareness through the Media 7
Eskasoni Case Management Project 8
Refocus 8
Impacts of Problem Gambling on Domestic Violence 9
Stage 3 Resource Mapping and Resource Development 9
No More VLTs 10
Family Seminar/Community Addictions Workshop 10
Women in Lunenburg County Affected by Problem Gambling 11
WebGAM 11
Community Health Boards 12
District Health Authorities 13
Recovery Houses 13
Redesigning a Structured Treatment Program 13
Interprovincial Projects 14
Needing Treatment: Targeting the Absence of Addiction Programming and Services in Nova Scotia Adult Corrections 15
The Effects of Alcohol on Characteristics of VLT Play among At-Risk and Non-Problem Gamblers 15
List of Projects 16

Auditor's Report:

Auditor General's Letter 17
Balance Sheet 18
Statement of Operations and Changes 19
Statement of Cash Flows 20
Notes to Financial Statements 21
NSGF Revenue & Expenses 24

Board of Directors and Staff

Meet the Team 25



Message from the Board Chair

Jim MacCormack

This year has been particularly rewarding for the Foundation. Having worked diligently to develop a bold new strategic direction, much of 2006 – 2007 was devoted to building internal capacity and laying a strong foundation for action on our top three priorities:

- Informing Balanced Dialogue on Gambling Problems
- Building Capacity to Make a Difference
- Mitigating or Reducing the Undesirable Effects of Gambling

The unveiling of our three-year strategic plan coincided with the completion of an organizational life cycle. Accordingly, the first of many steps toward our strategic vision included the hiring of an all new staff. In October 2006, Celeste Gotell joined the Foundation as Executive Director. A short time later, Barbara Madic was brought on board as Communications Coordinator and Marian Ritcey joined our team in an administrative capacity.

Strong, well-organized Foundations are more likely to fulfill their missions. With an enthusiastic new team in place, the staff of the Nova Scotia Gaming Foundation commenced preparations for a province-wide gathering of stakeholders. Titled "*Shaping the Future of the Nova Scotia Gaming Foundation: A Dialogue on Problem Gambling*," this event would tell us a lot about our stakeholders and, in particular, about their understanding of our role.

It was also anticipated that information garnered from this direct, open and transparent communication with our stakeholders would leverage our future effectiveness and lay the groundwork for aligning their strategic directions with our own.

Looking forward, the Nova Scotia Gaming Foundation is renewed in its commitment to strengthening its connection with the community and to promoting the many good works of those involved in research, prevention and the treatment of problem gambling

Sincerely,

Jim MacCormack

Executive Director's Message

Celeste Gotell

Just over a year ago, the Board Directors of the Nova Scotia Gaming Foundation embarked on an ambitious journey to reflect on its operations and to begin the development of a strategic plan that would carry the organization into the future. A short time later, Executive Director Anne Jackman, announced her resignation and departure from the Foundation, making the replacement of its senior staff member an immediate Board priority.

On October 2nd, having relocated back to Nova Scotia from Ottawa, I began my post as Executive Director for the Nova Scotia Gaming Foundation. While new to the field of gambling addiction, I was fueled by enthusiasm and, with a fresh set of eyes, my education began in earnest. Since then, it has indeed been my pleasure to serve the Foundation and to support the Board in beginning to move forward in bold new directions. Over the remaining months in this past fiscal year, I spent much of my time putting together the many pieces of the gambling issue puzzle here in Nova Scotia, acquainting myself with projects and research funded by the Foundation, meeting people involved in the gambling addiction field, completing the staff team and planning for the Roundtable Event held in May of 2007.

A key element of the strategic direction for the Foundation is "Building Our Capacity to Make a Difference;" it feels like my first six months with the Foundation has been very focused on this. With a new year ahead, I can now focus my energies outward as I forge ahead with building relationships, creating opportunities for on-going dialogue and working in partnership with our many stakeholders to try and address the harmful effects of gambling.

None of the accomplishments highlighted in this report would have been possible without the collective efforts of the Board of Directors and staff of the Foundation. The Foundation said farewell to Anne Jackman, and Natalie Bell, Hubert Devine and Russell Oehmen, all of whom we offer our heartfelt thanks. Thanks also to Linda Brown, and Shauna Miller, for filling in when the Foundation needed your assistance. To Barb Madic and Marian Ritcey, who each day make it a joy for me to come to work, words alone cannot express my thanks. To the Board of Directors who give of their time and talents to support this worthy cause. Lastly, to Jim McCormack, Board Chair, who has been a steadfast support and inspiration to me since beginning this new adventure.

In Friendship,

Celeste M. Gotell

Grants in Action...

Travelling the Path to Recovery

Like a painting brought to life, the Tatamagouche Centre sits quietly on a hill, overlooking a place where two rivers merge, flowing peacefully into the sea. In November 2006, this breathtaking scene greeted 15 women as they arrived to begin "*A Path and a Promise*," a spiritual retreat aimed at breaking the cycle of addictions.

The second offering of a highly-successful program co-created by the Tatamagouche Centre and its partner, the Enhanced Services Team of Addiction Services, the three-day event was again made possible through a grant from the Nova Scotia Gaming Foundation.

Based on a gender-specific version of the internationally-acclaimed Twelve-Step program, *A Path and a Promise* included a series of small group discussions, daily guided meditations, and time for personal reflection. "The beauty of this program is that women with a history of addictive behaviour have the opportunity to be with other women in similar situations and with similar issues and concerns," said Betsey Prager of the Enhanced Services Team. "In this safe environment they have permission to talk freely, without fear, which is critical for women with a history of abuse as children and domestic and sexual violence as adults."

"You have to understand. Nobody takes care of these women."

The participants, aged 21 to 70, were referred from Addiction Services offices throughout the province. All of them had at least six weeks of sobriety and a genuine desire to succeed at recovery.

The workshop focused on exploring self-esteem, healthy relationships, and the spiritual path that leads people to live life differently, with meaning, joy and serenity. "I truly enjoyed myself," said one reflective participant. "I have never been so grounded, safe and secure, or eager to learn more recovery information. I am so blessed to have had this chance in my life."

"There's someting special about being nurtured."

"You have to understand, nobody takes care of these women," said Prager. "Nobody says a kind word to them. There's something special about being nurtured. The Tatamagouche Centre is such a lovely place to experience that feeling. There are women in the kitchen preparing meals for them, and a whole team of professionals rooting for them. These women liked talking to each other. They didn't feel intimidated. In the end, each one understood that it's all about forgiving yourself, and loving yourself enough to set your own path for recovery," said Prager, "and I'm glad to report that each and every one of them is doing great. It's amazing!"

At the top of Cape Breton Island, in the community of Bay St. Lawrence, an innovative project is turning kids with social problems into success stories. All too familiar with the gambling and drug addiction associated with the seasonal fishery and economic hard times, 13 to 22 year-olds living in the area from Aspy Bay to Capstick are now choosing to walk a different path.

With a $60,000 grant from the Nova Scotia Gaming Foundation, the Bay St. Lawrence Community Centre and its partners are running a program called ADAPT (Asset Development Adventure & Peer Tutoring). This initiative is a three-tiered plan that includes: *Outdoor Adventures*, *Attractive Risk Investing* and *Peer Tutoring and Mentoriing*. The ADAPT program uses a curriculum of outdoor, nature-based thrills to encourage independent thinking and teamwork. The program then offers youth hands-on knowledge of investment markets in order to explore the difference between attractive risk investment and high-risk gambling. Finally, young people are paired with positive role models who help build their self esteem and develop a healthier sense of community.

The need for this kind of opportunity in the Bay St. Lawrence area became clear following a gaming needs assessment that was undertaken in the area in 2004. Funded by the Foundation, the assessment showed a high incidence of risky and problem VLT and casino gambling activity among adults in the community. It also indicated that young people were at risk of following the same course and that many underage youth were regular bingo and lottery ticket players.

Thanks to ADAPT's transformative environment, however, young people in these communities have less interest in maladaptive pursuits. The program encourages them to choose pro-social activities that are clearly more rewarding. It also helps them to appreciate the family and community support that has reinforced the turnaround in their behaviors.

Partners with the Bay St. Lawrence Community Centre in the ADAPT program include the HeartWood Centre for Community Youth Development and EPIC (Educational Program Innovations Charity). The program, which continues until fall of 2008, is expected to touch the lives of almost 150 young people living along the northern tip of the island.

MEDIA

The best way to communicate with people in small Cape Breton communities is through the local newspaper. More detailed than the daily *Cape Breton Post*, these independent weekly and bi-weekly publications are shaped by the people they serve. Filled with everything from human interest stories and business news to wedding announcements and lively letters to the editor, these community tabloids are read cover to cover by hundreds of families across the island.

Armed with this knowledge and a mission to serve problem gamblers, Jerome Aucoin, a clinical therapist with the Cape Breton District Health Authority's Addiction Services, launched a media awareness campaign. "The purpose was to connect with hard to reach community members in rural and small towns across Cape Breton, to get the reader's attention, and to get them thinking about the pitfalls of gambling. Thanks to a grant from the Nova Scotia Gaming Foundation, the message "**Gambling. Is it always worth it?**" has reached people in small communities like Baddeck, Inverness, New Waterford, Cheticamp and Victoria County who might otherwise not know that there is help available at the local office of Addiction Services," said Aucoin.

Case by Case

The mandate of the Eskasoni Mental Health and Social Work Service is simple: "To provide a welcoming, safe environment where individuals know they can be heard, supported and assisted on their journey towards a healthier lifestyle." While the mandate is straightforward, the details of that journey often involve up to a dozen support organizations. Since 2005, however, with help from the Nova Scotia Gaming Foundation, a Case Management Team approach is helping clients navigate the roadmap of services that lead to positive change.

The Eskasoni First Nation is believed to have high levels of gambling behaviours, but clients of the Case Management Team often present with a broad range of complex, inter-related problems. These include potentially serious alcohol and drug problems, mental health problems, and problems related to marital and family breakdown. Subsequent support services may be required from a number of organizations including the Mi'kmaw Legal Support Network, Mi'kmaw Family & Children Services, the Native Alcohol & Drug Abuse Counselling Association, Mi'kmaw Lodge, Eskasoni Primary Care, the Training Education Centre, Eskasoni High School, the Royal Canadian Mounted Police, Nova Scotia Correctional Services, Nova Scotia Drug Dependency and others.

Accordingly, the current and final leg of the three-year Case Management Project involves the creation of a centralized, electronic client database system that will ease the information-sharing process between support organizations. Previously, when a client moved from one support agency to another, there was only a limited exchange of information. The creation of a new system will provide a comprehensive history and profile of a client that allows the Case Management Team and associated service organizations to track their progress.

The Database Development and Implementation Plan is now in the works with an expected completion date of December 2007. Ultimately, the Foundation will receive a detailed report on the data collected concerning individuals affected by, and treated for, problem gambling within the Eskasoni First Nations community.

An Opportunity to RRRRRefocus

Refocus, an innovative therapy program geared to youth, is now in its third great year! Previously offered in Antigonish and Sydney, the highly-praised program branched out this term, running again in Antigonish, and for the first time in North Sydney and New Glasgow.

The brainchild of two creative staff members at Family Service of Eastern Nova Scotia, Refocus was born from the recognition that individual and family counseling is not always an effective method of intervention. Building on that knowledge, the Refocus program uses kayaking, outdoor survivor games, airplane rides and other team-building activities to help youth build character and resiliency. Every third session is a family time with parents and youth focused on having fun together.

"The personal growth, leadership abilities and communications skills displayed by this young person were so great to see."

"These boys and girls are great kids who happen to come from families where gambling is an issue," said program counsellor Mary Jo Church. "Instead of addressing gambling as a problem, Refocus uses an interactive method to strengthen their individual personal characteristics and their family relationships."

So just how successful is the Refocus program? The answer came this year when a former participant and his mother volunteered to help coordinate one of the New Glasgow family sessions. "The personal growth, leadership abilities and communication skills displayed by this young person were so wonderful to see. It was living proof that the Refocus Program is having a significant impact on the young people who participate," said Ms. Church.

Transitions.....

According to Cumberland County Transition House (CCTH), problem gambling appears increasingly to be a factor in cases of domestic violence. The CCTH provides programming for both the victims of family violence (Autumn House), and the offender (New Directions). It was here that staff realized 50 percent of cases involved a self-disclosure of gambling and/or gambling-related problems. While there were screening tools for substance abuse, neither Autumn House nor New Directions had a clear gambling assessment process.

Today, with the help of a grant from the Nova Scotia Gaming Foundation, the Cumberland County Transition House has successfully developed and implemented a problem gambling screen for both the gambler and the partner/spouse of the gambler. These screens are now a part of the official intake process.

While working to develop the gambling screen, the data captured in the Cumberland County project was also used to develop appropriate intervention, prevention and education strategies and to formalize processes for referral of problem gambling cases to other agencies.

Information garnered from the research also led to the development of a series of brochures that have since been distributed to all helping agencies in Amherst, Parrsboro, Oxford, Springhill and surrounding rural areas. The brochures include *Barriers to Getting Help with Gambling*, *Signs, Symptoms and Triggers of Gambling*,*The Consequences of a Gambling Problem*, T*alking to Your Children about Problem Gambling*, and *Why it's Important to Talk to Your Teens about Gambling*.

The program has been operating since December, 2006. Partners and cooperating agencies include the District's Mental Health and Addictions Services unit and the Transition House Association of Nova Scotia.

If you live in Cape Breton and you have an alcohol or drug addiction, chances are you know where to get help. What about gambling problems? When Jerome Aucoin, a clinical therapist with Addiction Services, realized that many people, especially those in rural communities, didn't know where to go for help with compulsive gambling, he decided to do something about it. Aided by a grant from the Nova Scotia Gaming Foundation, he began spreading the word that "Addiction Services is the government agency that deals with problem gambling in Cape Breton as well as throughout the province.

Using previously field-tested promotional materials, Aucoin enlisted Cape Breton District Health Authority staff members and a host of other significant agencies to help distribute them. The end result? People all over Cape Breton, including those in small communities like Inverness County, Victoria County and Cape Breton County, now realize that problem gambling is classified as an "addiction." They also know exactly where to go to get help. According to statistics in Aucoin's final report on *Stage 3 Resource Mapping and Resource Development*, the numbers of people who are accessing the problem gambling treatment programs at Addiction Services in the Cape Breton District Health Authority has definitely increased.

The odds are that the typical problem gambler is ...

Young, Middle-aged, Old, Male, Female
Employed, Unemployed, Single, Married
Poor, Well-off, Rich, A Success, A Failure
Happy, Unhappy, Straight, Gay
Red, White, Black, Yellow
Shy, Outgoing
A Leader, A Follower...

Do you fit this picture?

Addiction Services
Cape Breton District Health Authority and
Guysborough/Antigonish/Strait Health Authority

Game Over

Though categorized by the Department of Health Promotion and Protection as "clearly the most addictive legal gambling devices yet introduced to North America, Europe and Australia," Nova Scotia houses video lottery terminals in casino's, on First Nations reserves, and in liquor-licensed establishments throughout the province. Commonly referred to as the "crack cocaine" of gambling, VLT machines are known to generate the most revenue in the gambling industry.

Armed with this knowledge and dozens of heart wrenching personal testimonies from addicted gamblers, GameOverVLTs.com Society launched a two-tiered campaign to educate the public and to lobby for the elimination of VLT machines from the province….period!

Through a grant from the Foundation, GameOverVLTs.com Society first designed and produced "VLT Free" window stickers for display at more than 400 restaurants, bars and pubs that do not have VLT machines on their premises. The commencement of the campaign was marked by a press conference inviting Nova Scotians to "Join Us" by choosing to support, establishments that do not encourage and/or endorse VLT addiction.

No More VLTs....Period!

"A Day of Help" constituted phase two of the project. VLT addicts and their family members were invited to a free educational workshop at Saint Mary's University in Halifax. The event featured presentations on VLT machines and how they work/cheat. Canadian addictions specialist and problem gambling radio talk-show host, Sol Boxenbaum, gave the keynote address and was on hand to hear and answer questions throughout the day. A sampling of personal stories from addicted gamblers, a list of problem gambling resources, and an online petition calling for the elimination of VLT machines in Nova Scotia can be found at www.gameovervlts.com.

Questions and Answers

Compulsive gambling is more than just an personal problem. Family members also suffer the devastating affects of their loved-one's addiction. That understanding has led Crosbie House to incorporate a series of Family Seminar/Community Addiction Workshops into their 2006 – 2007 programming. "An addiction is an addiction is an addiction," says Program Director, George Libby. "It doesn't matter if it's a substance or process addiction… an alcohol, drug or gambling addiction...every family has the same questions. Their frustration and anger are all same. As with all addictions, the loved ones of a problem gambler need a safe, supportive place to talk about their feelings."

Located in New Minas, Nova Scotia, Crosbie House is a private, 28-day treatment centre for those with chemical dependency, compulsive gambling and other addictions. Residents of the house are retrained in a lifestyle of abstinence based on the popular 12-Step program. Concurrently, family members are invited to attend a two-day/one-evening educational session designed to help them understand addiction, co-dependency, relapse and recovery.

"An addiction is an addiction is an addiction."

Every Woman has a Story...

With the help of an earlier grant from the Nova Scotia Gaming Foundation (2004-2005), the Second Story Women's Centre conducted a needs assessment on the nature and extent of problem gambling among women in Lunenburg County. Using a confidential, online survey which was answered by 113 women in the area, the Second Story Women's Centre learned that there is a definite need for 'women-specific' information on gambling addiction.

This year, again with assistance from the Foundation, The Second Story Women's Centre was provided funding to launch a highly visible education and awareness initiative. The two-part project is expected to include print, radio and television materials featuring some very poignant, women-specific problem gambling facts. "But there will be more to it than just the educational process," said Gambling Project Coordinator, Sally Hutchinson. "When it comes to gambling problems, women often express feelings of isolation and fear about confidentiality. They also state they are more comfortable seeking help in a women-centred environment," said Hutchison. "We want them to know that the Second Story Women's Centre is a safe, confidential, non-judgmental place. We want to give them the courage to call us and to come in and share their struggles with problem gambling. We also plant to offer private meetings on an outreach basis for women who are experiencing transportation and/or financial barriers," said Hutchison.

"we want to give them the courage to call ...."

Gambling on the BIG Screen

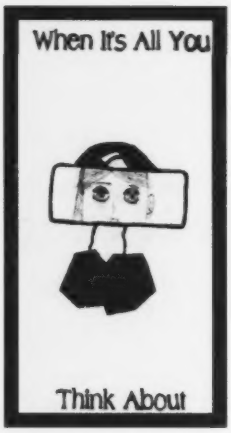
How do you capture the attention of a theatre full of expectant movie-goers? You give them something to look at! That's what the Capital District Health Authority did when they launched an advertising campaign in Empire Theatres throughout the Halifax Regional Municipality. Their message? Online help for problem gambling is just a click away at WebGAM.

"This was a one-month campaign to help generate some awareness about the problem gambling website," said WebGAM Coordinator, Arlene Lahey. "We were looking for a creative way to reach a large number of people and the Empire Theatre opportunity was perfect. It was especially good timing because the WebGAM campaign started a week after the 79th Academy Awards. That's when so many people flock to theatres to see the nominated and Oscar-winning movies," said Lahey.

WebGAM is the online information and support component of Problem Gambling Treatment Services, a part of Addiction Prevention and Treatment Services, Capital Health. WebGAM's goal is to provide timely and current information about problem gambling. It includes a message board where individuals experiencing problem gambling (and their families and friends) can share information, as well as links to additional support within individual communities.

Part of an ongoing, Foundation sponsored initiative to provide 24-7 online support for problem gamblers, WebGAM was created specifically for Nova Scotians. It provides a level of privacy, safety and convenience that other provincially-based problem gambling services cannot.

Out and About



Last year the Nova Scotia Gaming Foundation allocated, for the first time, funds to 37 Community Health Boards across the province. In turn, those funds gave birth to an impressive array of innovative projects designed to make positive changes in the lives of individuals, families and communities affected by problem gambling. From poster contests and DARE competitions to addiction seminars and celebrity appearances, young and old alike were educated about the potential dangers of gambling. Here's how some leading-edge thinkers approached the issue of problem gambling:

South West District Health Authority: **Shelburne and Area**
Actor and recovering gambling addict, John Dunsworth of the popular television show *Trailer Park Boys,* was contracted to conduct a speaking tour of three Shelburne County high schools. Mr. Dunsworth addressed students in the youth, drama, career and life-management classes about problem gambling (VLT's) and the importance of making healthy life choices. His main message? "Gambling will give you a lot more trouble than you gambled for!"

South Shore District Health Authority: Lunenburg County
The many women who sought safety, security and counselling services at Harbour House were the recipients of this year's NSGF/ Community Health Board grant. The monies allowed professional counsellors at this safe house to continue to support local women with gambling problems, many of whom were able to reduce or stop gambling completely.

Colchester East Hants Health Authority: **Along the Shore, East Hants, North Shore, South Colchester, Truro & Area**
Determined to make a big impact with their grants, the Community Health Boards in the Colchester East Hants District joined hands to address the issue of youth problem gambling. Together, they commissioned a play to be written, produced and performed by the *Irondale Ensemble Project* of Halifax. The result was a forum-style theatre production where the play is presented once with no resolution to the gambling problem, and a second time where the audience actively participates in finding a solution. This small, dynamic and highly-effective production was performed "with" almost 100 students at the Nova Scotia Community College in Truro and is scheduled for another showing in September 2007 at the Agricultural College.

Guysborough Antigonish Strait Health Authority: **Guysborough County, Antigonish Town and County, and Strait Richmond**
When the three Community Health Boards in this district put their heads (and dollars) together with Addiction Services, the result was a heavy-hitting gambling awareness project called *Weighing the Odds*. Staff from Addiction Services developed an educational module on gambling awareness that was presented to students at the beginning of the school year. Students were then asked to participate in a poster contest which depicted the lessons learned in the education session. Prizes were awarded. The best entries were then combined to produce a calendar, then printed and distributed. All of the artwork was displayed at local venues during Addiction Awareness Week.

Cape Breton District Health Authority: **Victoria County**
What captures the attention of hundreds of young people at the flick of a switch? Music! Capitalizing on the knowledge that music is the universal language that unites youth of all ages, the VCCHB offered Ipod's, MP3 Player's and Ipod Shuffle's as prizes in an anti-gambling poster contest held at three junior and senior high schools. The creative artwork and their educational messages were admired by students, teachers and parents alike prior to final judging. "The posters were exceptional," said David MacAskill, Manager of Operations at Addiction Services in Sydney. "Several of the winners and their anti-gambling messages were even featured in the local newspaper," said MacAskill with pride. **(Sample poster featured top right)**

Capital District Health Authority: **Chebucto West**
The Mainland North Local Committee on Drug Awareness designed a junior high-level program called *"C" How to be a Winner.* The four C's stood for Creating, Caring, Cultivating and Continuing. Each component was a step on the learning path to having a more positive attitude and being a better person. Part of the learning covered gambling issues related to lottery tickets, poker games and VLT's. Students were able to "C" that true winners are those who make great life choices.

Cobequid
The Cavalier Drive Elementary School hosted *Racing Against Drugs*, a program developed by the RCMP and Ford Canada. The school gym was transformed into a Daytona 500-type setting with a racetrack that included pit-stops at timed intervals. Negotiating the track helped students to examine and learn various drug and healthy lifestyle messages. Classes competed for the Winner's Trophy for their school. Further discussion and follow-up took place when the students returned to their schools/classrooms. Over 690 children participated in this educational event during four sessions held over a two-day period.

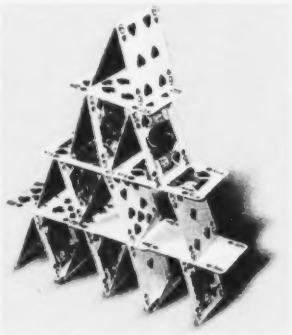
Operating Grants:

District Health Authorities

In accordance with the Memorandum of Agreement between the Nova Scotia Gaming Foundation and the Department of Health Promotion and Protection, the Foundation provides Operating Grants to all nine provincial District Health Authorities. In 2006 – 2007, these monies supported knowledge development, translation, dissemination and community capacity-building. Initiatives this year included education and skills training for staff, conference registrations for clinical staff, radio and print "service awareness" ads, research, reports, additional staff hiring and a host of other items designed to enhance addiction services for those affected by problem gambling.

Recovery Houses

One of the many ways the Nova Scotia Gaming Foundation supports community "recovery" programming is through operational bridge funding. This year the Foundation was able to help Alcare Place maintain staffing levels when they were forced to layoff employees from programs the community had come to depend on. At the Marguerite Centre, the Foundation helped pay for utilities, food, program travel and supplies and materials for the residents, some of whom are in the Women's Problem Gambling Recovery Program.



Talbot House also benefited from a Foundation grant in 2006 – 2007. Educational resources quenched the thirst of residents who were exploring job training, post secondary education and other educational options. Literal thirsts were also quenched with the digging of a brand new well. Grant monies helped Freedom Foundation of Nova Scotia accommodate 54 new residents with an average stay lasting 46 days. Finally, at Recovery House, a review of materials, programs and treatment standards was conducted as part of an exploration of alternative revenue-generating services.

Redesigning a Structured Treatment Program

For almost thirty years, District Health Authorities 1, 2 and 3 (Addiction Services) offered a 28-day structured treatment program in the Annapolis Valley. The advent of various organizational and financial factors, however, made it necessary to suspend and review programming in this area. The goal was to develop, write and implement a new and more effective structured treatment program. A grant from the Nova Scotia Gaming Foundation has helped make this possible. Now in the final stages, the project will conclude in 2008 with the printing of a detailed manual for Addiction Services professionals outlining a "structured" new way of treating problem gamblers, other addicts, and family members not only in Western Nova Scotia but throughout the province.

Interprovincial Projects

The Socio-Economic Impact of Gambling

The Nova Scotia Gaming Foundation has been working in partnership with a national consortium of nine provincial organizations to fund and oversee the development of a framework for measuring the social and economic impacts of gambling (SEIG). A draft of the framework has been completed and has been circulated for review by experts in the gambling research field. This proposed Socio-Economic Impacts of Gambling (SEIG) framework will help guide researchers and policy makers to measure, assess and report on a wide range of social, economic and environmental impacts – both benefits (positive) and costs (negative) – of gambling in Canada. The intention is to assess these impacts on the individual, household and community scale of analysis and according to each legalized game of chance.

In 2007/2008, the committee will oversee the steps leading to the publication of a final framework. This will include organizing a meeting of international experts in 2009 to review and update the Socio Economic Impact of Gambling framework with a view of subsequently developing international guidelines.

The Canadian Problem/Adolescent Gambling Index

The Canadian Problem Gambling Index (CPGI) measures the prevalence of gambling and problem gambling in the general population. It is used in most Canadian provinces and in several other countries including Australia, Denmark and Iceland. Since its launch in 2001, investigative insights into the use of the CPGI have been gathered and studied in order to assess the instrument's performance and to pave the way for possible refinement. The Nova Scotia Gaming Foundation is one of seven interprovincial funding partners to provide financial resources for this research. An oversight committee offered support and guidance throughout the project.

The final report, *Performance and Enhancement of the Canadian Problem Gambling Index (CPGI): Report and Recommendations*, was issued in September 2006. The pursuit of its recommendations will continue to shape the way gambling and problem gambling are studied and understood in Canada and elsewhere.

The Nova Scotia Gaming Foundation has partnered with an interprovincial group to oversee the development of an instrument for assessing gambling risk and problem gambling in adolescent populations, the Canadian Adolescent Gambling Inventory (CAGI).

The first phase of this three-tiered project involved a thorough literature review to conceptualize how adolescents experience harm from their gambling and to develop the preliminary CAGI instrument. The second project phase involved testing the reliability and validity of the instrument through a series of school-based surveys and clinical interviews in Manitoba and Quebec. The CAGI Phase II report is expected to be published in the fall of 2007. Phase III is now underway with additional testing to further assess the classification accuracy of CAGI for detecting problem gambling behaviours against a clinical assessment.

What's New in Problem Gambling Research

When Acadia University's Dr. Heather Kitchin set out to research the gambling problems of those incarcerated at Nova Scotia's five adult correctional facilities, she knew only that there were no programs or treatment options available to help them. Her study, entitled **Needing Treatment: Targeting the Absence of Addiction Programming and Services in Nova Scotia Adult Corrections**, sought to better understand the relationship between crime, recidivism, and problem gambling. The information she uncovered would then serve as a needs assessment and as the basis for treatment recommendations to the Capital District Health Authority, the Nova Scotia Department of Health, and to the Nova Scotia Department of Justice, Correctional Services.

With the help of a research team, Dr. Kitchin administered a survey to determine whether the respondents gamble, and if so, at what levels; whether they had a history of problem gambling; whether they saw themselves as having a problem, and if so, whether they had ever sought help for their gambling; and finally, whether they gambled or wagered bets while incarcerated At a further level, the inmates were asked a series of questions to determine whether help for problem gambling should be available to incarcerated adult offenders.

The study enjoyed a very high response rate from inmates at the Antigonish Correctional Facility, the Cape Breton Correctional Facility in Sydney, the Central Nova Scotia Correctional Facility in Dartmouth, the Cumberland Correctional Facility in Amherst, and the Southwest Nova Scotia Correctional Facility in Yarmouth. The analysis of data collected is on-going, with a view to conducting cross-provincial comparisons and compiling an overall view of gambling and crime within provincially incarcerated adult offender populations in Nova Scotia. The Nova Scotia Gaming Foundation is looking forward to receiving the final report.

"Understanding how drinking alcohol affects the behaviors of problem and non-problem gamblers is especially important in provinces, such as Nova Scotia, where video lottery terminals (VLTs) are found only in licensed premises"

The Effects of Alcohol on Characteristics of Video Lottery Terminal (VLT) Play among At-Risk and Non-Problem Gamblers: Possible Cognitive Mediation. It's a long and involved method of ascertaining whether or not "alcohol makes you gamble more?" That question was investigated by Dr. Sherry Stewart and her research team from the Dalhousie University Gambling Laboratory through a grant from the Nova Scotia Gaming Foundation. "Understanding how drinking alcohol affects the behaviors of problem and non-problem gamblers is especially important in provinces, such as Nova Scotia, where video lottery terminals (VLTs) are found only in licensed premises," said Dr. Stewart. Surprisingly, the study did not demonstrate that thoughts about gambling mediate the effects of alcohol on gambling behaviour. It did suggest, however, that the effect of alcohol on low-risk players is a potential mechanism for the development of gambling problems later in their lives. That finding warrants further research!

LIST OF PROJECTS 2006 – 2007

Grant Type/Project Name	Organization
Operational Grants:	
Operational Grant 2006-2007	District Health Authorities 1, 2 and 3 (Addiction Services)
Operational Grant 2006-2007	District Health Authorities 4, 5 and 6 (Addiction Services)
Operational Grant 2006-2007	District Health Authorities 7 and 8 (Addiction Services)
Operational Grant 2006-2007	Capital District Health Authority (Addiction Prevention Treatment Services)
Community Health Board Funding	Community Health Boards across Nova Scotia
Community Projects I:	
Family Seminar/Community Addictions Workshop	Crosbie House Society
Impacts of Problem Gambling on Domestic Violence	Cumberland County Transition House Association
No More VLTs	Game Over VLTs.com Society
A Path and a Promise: Healing Body, Mind and Spirit	Tatamagouche Centre
Community Projects II:	
Refocus 2006-2007	Family Service of Eastern Nova Scotia
Women in Lunenburg County Affected by Gambling: Education and Awareness	Second Story Women's Centre
Community Projects III:	
Eskasoni Case Management Project (2005-07)	Eskasoni Mental Health and Social Work Services
Ongoing Projects:	
Community Projects I :	
Promoting Problem Gambling Awareness through the Media	Addiction Services, Cape Breton District Health Authority
Community Projects II:	
Redesigning a Structured Treatment Program	Addiction Services, District Health Authorities 1,2 & 3
Adapt (2005-2008)	Bay St. Lawrence Community Centre
Refocus (2006-2008)	Family Service of Eastern Nova Scotia
Web-GAM (2006-2009)	Addiction Services – CORE Capital District Health Authority
Research I:	
Effects of Alcohol on Characteristics of VLT Play among At-Risk & Non-Problem Gamblers: (2004-07)	Dalhousie University, Dr. Sherry Stewart
Needing Treatment: Targeting The Absence of Addiction Programming &Services in Nova Scotia Adult Corrections	Acadia University, Dr. Heather Kitchin

NOVA SCOTIA
Office of the Auditor General

1888 Brunswick Street, Suite #302, Halifax, Nova Scotia B3J 3J8 • Telephone 902 424-5907 • Fax 902 424-4350 • www.gov.ns.ca/audg

AUDITOR'S REPORT

To the Members of the Legislative Assembly; and
To the Minister of Health Promotion and Protection

I have audited the balance sheet of the Nova Scotia Gaming Foundation for the year ended March 31, 2007, the statement of operations and changes in fund balances, and the statement of cash flows for the year then ended. These financial statements are the responsibility of the Foundation's management. My responsibility is to express an opinion on these financial statements based on my audit.

I conducted my audit in accordance with Canadian generally accepted auditing standards. Those standards require that I plan and perform an audit to obtain reasonable assurance whether the financial statements are free of material misstatement. An audit includes examining, on a test basis, evidence supporting the amounts and disclosures in the financial statements. An audit also includes assessing the accounting principles used and significant estimates made by management, as well as evaluating the overall financial statement presentation.

In my opinion, these financial statements present fairly, in all material respects, the financial position of the Nova Scotia Gaming Foundation as at March 31, 2007, the results of its operations and changes in fund balances, and its cash flows for the year then ended in accordance with Canadian generally accepted accounting principles.

JR Lapointe

Jacques R. Lapointe, BA, CA•CIA
Auditor General

Halifax, Nova Scotia
May 18, 2007

NOVA SCOTIA GAMING FOUNDATION
BALANCE SHEET
AS AT MARCH 31, 2007

	2007	2006
Current Assets		
Cash (Notes 4 and 7)	$ 3,169,263	$ 3,603,253
Accounts receivable (Note 5)	40,793	63,590
Prepaid expenses	146	623
Due from Nova Scotia Gaming Corporation	54,933	59,368
	$ 3,265,135	$ 3,726,834
Current Liabilities		
Accounts payable	$ 14,830	$ 22,258
Grants payable	193,953	667,065
	208,783	689,323
Long-term Grants Payable	83,191	97,513
	291,974	786,836
Fund Balance		
Unrestricted	801,529	827,153
Community Development Account (Note 7)	2,171,632	2,112,845
	2,973,161	2,939,998
	$ 3,265,135	$ 3,726,834

See accompanying notes to financial statements

APPROVED BY:

Deputy Minister

Director

NOVA SCOTIA GAMING FOUNDATION
STATEMENT OF OPERATIONS AND CHANGES IN FUND BALANCES
FOR THE YEAR ENDED MARCH 31, 2007

	Unrestricted	Community Development Account	2007 Total	2006 Total
Revenues				
Nova Scotia Gaming Corporation	$ 354,728	$ -	$ 354,728	$ 421,100
VLT retailers	354,728	-	354,728	421,100
Bridge financing income	-	-	-	240,000
Interest	36,243	87,325	123,568	90,255
Miscellaneous	-	-	-	1,396
HST recovery	-	-	-	48,531
	745,699	87,325	833,024	1,222,382
Expenses				
Grants (Note 6)	465,742	68,538	534,280	1,059,289
Board meetings	23,504	-	23,504	18,156
Salaries and benefits	163,467	-	163,467	143,638
Travel	2,065	-	2,065	832
Professional fees	43,922	-	43,922	17,706
Office expenses and rent	32,623	-	32,623	24,290
	731,323	68,538	799,861	1,263,911
Excess (deficiency) of revenues over expenses	14,376	18,787	33,163	(41,529)
Fund balance, beginning of year	827,153	2,112,845	2,939,998	2,981,527
	841,529	2,131,632	2,973,161	2,939,998
Add (deduct): interfund transfers	(40,000)	40,000	-	-
Fund balance, end of year	$ 801,529	$ 2,171,632	$ 2,973,161	$ 2,939,998

See accompanying notes to financial statements

NOVA SCOTIA GAMING FOUNDATION
STATEMENT OF CASH FLOWS
FOR THE YEAR ENDED MARCH 31, 2007

Cash provided by (used in)	**2007**	**2006**
Operating		
Excess (deficiency) of revenues over expenses	$ 33,163	$ (41,529)
Change in non-cash operating working capital		
Accounts receivable	22,797	(56,596)
Prepaid expenses	477	(623)
Due from Nova Scotia Gaming Corporation	4,435	12,194
Accounts payable	(7,428)	8,299
Grants payable	(473,112)	206,947
	(419,668)	128,692
Financing		
Long-term grants payable	(14,322)	(176,010)
Increase (decrease) in cash	(433,990)	(47,318)
Cash, beginning of year	3,603,253	3,650,571
Cash, end of year	**$ 3,169,263**	**$ 3,603,253**

See accompanying notes to financial statements

NOVA SCOTIA GAMING FOUNDATION
NOTES TO FINANCIAL STATEMENTS
FOR THE YEAR ENDED MARCH 31, 2007

1. Description of the Foundation

On March 11, 1998, the Nova Scotia Gaming Foundation was established pursuant to the *Gaming Control Act* and the *Provincial Finance Act*. The purpose of the Foundation is to receive, maintain and disburse VLT Problem Gaming Fund monies in furtherance of the purposes set out in the *Gaming Control Act*, including research or education in respect of gambling, or treatment and remediation of the effects of gambling.

VLT retailers have agreed, under the terms of their retailer agreements, to contribute 1% of their VLT commission to the Foundation. The Nova Scotia Gaming Corporation has also agreed to contribute an amount equal to all contributions made by the VLT retailers.

2. Transfer of Responsibility

On December 1, 1999, Lieutenant Governor in Council amended the *Nova Scotia Gaming Foundation Regulations* by Order in Council 1999-592 replacing the Nova Scotia Gaming Corporation with the Minister of Health as the body responsible for the Foundation effective December 8, 1999. In December 2002, the Office of Health Promotion was created and responsibility for the Foundation was transferred from the Department of Health to this portfolio. In February 2006, the Department of Health Promotion and Protection was created and responsibility for the Foundation was transferred to that portfolio. The Foundation is governed by a Board of Directors.

3. Accounting Policies

The financial statements have been prepared in accordance with Canadian generally accepted accounting principles.

4. Cash

Cash consists of the following:

	2007	2006
Cash – general	$ 937,426	$ 1,440,714
Community Development Account	2,231,837	2,162,539
	$ 3,169,263	$ 3,603,253

NOVA SCOTIA GAMING FOUNDATION
NOTES TO FINANCIAL STATEMENTS
FOR THE YEAR ENDED MARCH 31, 2007

5. Accounts Receivable

Accounts receivable consist of the following:

	2007	2006
Accounts receivable - HST	$ 5,959	$ 51,865
Miscellaneous receivables	7,941	-
Accounts receivable – unused grants	16,140	-
Accrued interest receivable, general bank	2,972	5,418
Accrued interest receivable, Community Development Fund	7,781	6,307
Total	**$ 40,793**	**$ 63,590**

6. Grants

The Memorandum of Agreement (MOA) dated April 1, 2005 between the Foundation and the Office of Health Promotion and Protection (formerly the Office of Health Promotion) clarifies the types and amounts of grants to be funded by the Foundation. Grants up to the total amount of annual revenue less administrative costs, were disbursed as follows:

	MOA %	2007	Actual %	2006	Actual %
Knowledge development, translation and dissemination and community capacity building in problem gambling [1]	37.5%	$ 102,684	22%	$ 255,102	36%
District Health Authority directed operational funding	50.0%	363,058	78%	363,058	51%
Special funding allocation to the Department of Health Promotion and Protection for addiction-related priorities	12.5%	-		90,764	13%
	100%	465,742	100%	708,924	100%
Bridge Financing		-		310,182	
Interest grant payment to CHB [2]		87,325		56,000	
Returned grants [3]		(18,787)		(15,817)	
Total		**$ 534,280**		**$ 1,059,289**	

NOVA SCOTIA GAMING FOUNDATION
NOTES TO FINANCIAL STATEMENTS
FOR THE YEAR ENDED MARCH 31, 2007

6. Grants (cont'd)...

(1) In February 2007, the Minister of Health Promotion and Protection approved the reallocation of $90,000.

(2) As per section 8.0 of the MOA, the annual interest generated in the Community Development Account will be distributed to DHAs for provision to Community Health Boards (CHBs).

(3) As per sections 7.1.1, to 7.1.3 of the MOA, annual grant allocations which are not used must be returned to the Nova Scotia Gaming Foundation and re-invested in the principal of the Community Development Account.

7. Community Development Account

Section 8 of the Memorandum of Agreement between the Foundation and Department of Health Promotion and Protection (formally the Office of Health Promotion) requires the creation of a Community Development Account. The account was created in 2005-06. The annual interest generated in this account is to be distributed to the District Health Authorities for provision to Community Health Boards to support problem gambling. The fund balance is not to decrease below its initial level and will be increased annually if the Nova Scotia Gaming Foundation funding streams accrue a surplus.

8. Commitments

As of March 31, 2007 the Foundation had total lease commitments of $37,623.

2008	$ 13,095
2009	$ 12,264
2010	$ 12,264

9. Employee Post-Retirement Benefits

Employees of the Nova Scotia Gaming Foundation participate in the Nova Scotia Association of Health Organization's Pension Plan. The Plan is a contributory defined benefit pension plan. The Foundation had no liability for employee post-retirement benefits as of March 31, 2007.

10. Related Party Transactions

The Foundation is related to all other departments, agencies, boards and commissions of the Province of Nova Scotia. Transactions with other provincial entities were entered into in the normal course of operations. See Note 6.

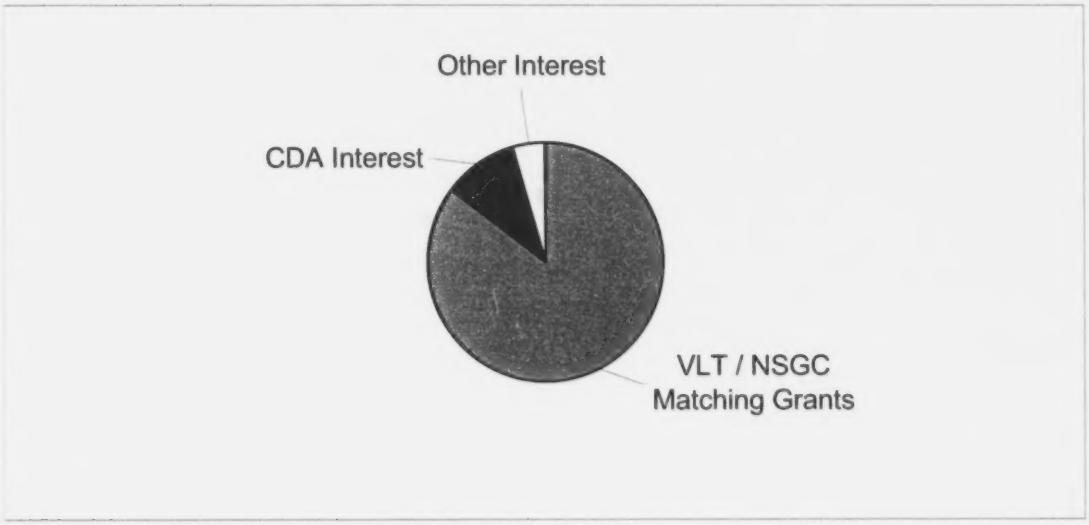
11. Comparative Figures

Certain of the prior period comparative figures have been reformatted to conform to the financial statement presentation adopted in the current period.

Nova Scotia Gaming Foundation Revenue and Expenses

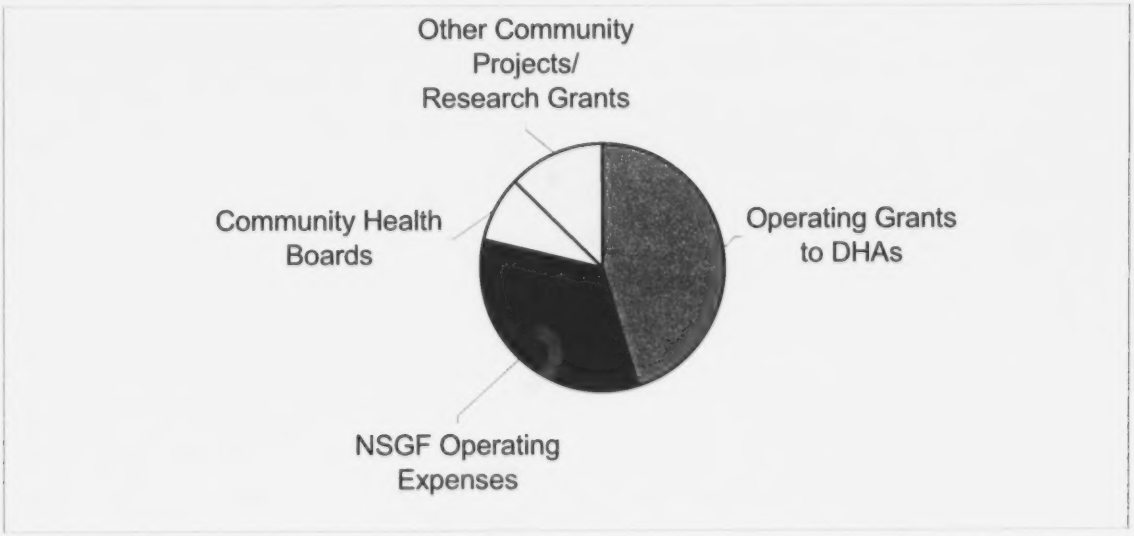
Revenue

VLT/NSGC Matching Grants	$709,456
CDA Interest	$87,325
Other Interest	$36,243
Total	$833,024



Expenses

Operating Grants to DHAs	$363,058
NSGF Operating Expenses	$265,581
Community Health Boards	$68,538
Other Community Projects/Research Grants	$102,684
Total	$799,861



Meet the Team

The Nova Scotia Gaming Foundation
2006 - 2007

Board of Directors

Jim MacCormack
Chair (2006-2007)
Ben Eoin, NS

Russel Oehmen
Past Chair (2005-2006)
New Glasgow, NS

Board Members

Hubert Devine
Yarmouth, NS

Jack Novack
Halifax, NS

Theresa O'Leary
Margaree Valley, NS

Tracy Schrans
Halifax, NS

Dave Whiting
Yarmouth, NS

Nova Scotia Gaming Foundation Staff

Celeste Gotell
Executive Director

Marian Ritcey
Administrative Assistant

Barbara Madic
Communications Coordinator

Our thanks to:

Anne Jackman (2005-2006)
Former Executive Director

Natalie Bell (2005-2006)
Administrative Assistant

Shauna Miller (2006)
Administrative Assistant

Linda Brown (2006)
Administrative Assistant

The Nova Scotia Gaming Foundation
1660 Hollis Street, Suite 305
Halifax, Nova Scotia
B3J 3E4
Ph: (866) 424-0963
Fax:(902) 424-3601

www.nsgamingfoundation.org